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SONIC THE HEDGEHOG PRESENTS:
KNUCKLES™
THE ECHIDNA

APPROVED BY THE COMICS CODE AUTHORITY

OPEN SEASON

DIRECT EDITION

GALAN
PENDERS '99

KNUCKLES

BOOK THIRTY-TWO

KING OF THE HILL

PART THREE OF THREE

KEN PENDERS
WRITER / PENCILER
HARVEY MERCADOOCASIO
INKER
FRANK GAGLIARDO
COLORIST
VICKIE WILLIAMS
LETTERER

J.F. GABRIE
EDITOR / ART DIRECTOR

VICTOR GORELICK
MANAGING EDITOR
RICHARD GOLDWATER
EDITOR-IN-CHIEF

BORN TO THE MOST NOBLE OF ECHIDNA HOUSES, THE LATEST TO CONTINUE THE FAMILY HERITAGE AND RESPONSIBILITY AS GUARDIAN OF THE FLOATING ISLAND, DEFENDER OF ALL AGAINST THE FORCES OF EVIL FROM THE WORLD BEYOND AS WELL AS THOSE WHO WOULD THREATEN FROM WITHIN!

ARCHIE COMICS AND SEGA PRESENT... KNUCKLES THE ECHIDNA!

When we last left our hero, Knuckles was forced -- by the overlander Hunter -- to wear a collar around his neck. It is electronically connected to another, worn by the gorilla, Monk. They cannot separate without being electronically zapped by their collars.

Forced to work together, the unhappy duo struggles to evade the evil sportsman as he commences with the hunt...

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A HIDDEN CITY?!!

LOCATED DEEP WITHIN THE FLOATING ISLAND?!!

YOU GOTTA BE KIDDING ME!!!

LOOK--DO YOU WANT A FIGHTING CHANCE WITH HUNTER OR NOT?!!

YOU MADE YOUR POINT!

I JUST THOUGHT I KNEW EVERYTHING THERE IS TO KNOW ABOUT THIS PLACE!

YOU DON'T KNOW EVEN A TENTH OF THE SECRETS AND MYSTERIES OF THE FLOATING ISLAND!

AND I SUPPOSE YOU KNOW ALL ABOUT THE ISLAND!

HARDLY! I'M STILL LEARNING!

DID YOU AT LEAST KNOW WE'D COME TO A DEAD END?

THERE'S A WAY DOWN!

WHY DON'T YOU SHOW ME?!

HEY!!!

MONK CAUGHT ME BY SURPRISE!

I WASN'T PREPARED TO GLIDE YET!

FORTUNATELY, I'M ABLE TO BREAK MY FALL!

WHAT'S YOUR PROBLEM, ECHIDNA?

IT'S ONLY WATER DOWN BELOW!

WHAT'S TO BE SCARED OF?

SPLASH!

GUESS YOU'RE USED TO TAKING A DIVE!

VER-RY FUNNY!

IF I WASN'T STUCK WITH YOU, I'D BE AWFUL TEMPTED TO LEAVE YOU TO FEND FOR YOURSELF!

C'MON! TIME'S A' WASTING!

ALL RIGHT ALREADY!

I'M MOVING AS FAST AS I CAN!

YOU BETTER PICK UP THE PACE!

OTHERWISE, THAT LINE WILL READ GOOD ON YOUR TOMBSTONE!

HUNTER STILL HAS TO CATCH US FIRST--

--PROVIDING HE CAN FIND US!

WHERE IN BLAZES ARE WE ANYWAY?

HEY!!

DON'T GET TOO FAR AHEAD!

HUNTER'S COLLAR IS STARTING TO HURT!

TO THE DEATH

CHAPTER 1

YOU'RE NOT KIDDING! THIS IS A *REAL PAIN*!

AS FOR WHERE WE ARE--

--WELCOME TO *HYDRO CITY*!!

I WAS TOLD IT WAS FIRST BUILT HUNDREDS OF YEARS AGO--

--*BEFORE* EVEN *ECHIDNAOPOLIS* SUPPOSEDLY WAS!

AND THERE HASN'T BEEN A SOUL DOWN HERE EVER SINCE I CAN REMEMBER!

WE'LL HEAD DOWN THIS *TUNNEL*!

UNLESS HUNTER IS *TRACKING* US VIA OUR *COLLARS*--

"--WE AT LEAST HAVE A FIGHTING CHANCE OF SURVIVAL!"

INTERESTING THE TWO OF THEM SHOULD HEAD THIS WAY!

I WOULD'VE USED THE RIVER BACK THERE TO THROW ANYONE FOLLOWING OFF MY TRAIL!

AS IT IS--

--EVEN TREADING AS LIGHTLY AS THEY HAVE, THE IMPRESSION THEY LEFT IN THE GRASS IS LIKE A BEACON TO ME!

BUT WHAT'S THIS?!

THEY SEEM TO HAVE VANISHED!

THEIR FOOTSTEPS SIMPLY END--

--WITHOUT GOING ANYWHERE!

INGENIUS! THEY WENT UNDERGROUND TO EVADE ME!

WHO'D HAVE THOUGHT OUT HERE IN THE MIDDLE OF A FOREST THERE WOULD BE A TRAP DOOR LEADING TO--

--LEADING TO WHAT? NOW THAT'S A GOOD QUESTION!

INTERESTING! I HEAR WATER FLOWING DOWN BELOW!

IT APPEARS MY EARLIER THOUGHTS ABOUT THOSE TWO WERE INCORRECT--

THE CO-STARS TAKE THE LEAD!

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"--AS THEY MAY YET MAKE A *CHALLENGE* OF THE HUNT YET!"

WHAT DO YOU SUPPOSE IT IS, ARCHIMEDES?

I HESITATE TO EVEN *GUESS*, LOCKE--

--BUT WE MIGHT FIND WHOEVER'S *JAMMING* OUR SYSTEM *INSIDE*!

THIS IS *UNUSUAL*!

NO *ALARMS* OR *SECURITY SYSTEMS* TO SPEAK OF, APPARENTLY!

I WOULD IMAGINE SOMEONE WHO WOULD GO TO THE TROUBLE OF *SCRAMBLING* OUR *ENTIRE* COMMUNICATION SYSTEM--

--WOULD BE MORE *HOSTILE* TOWARD *INTRUDERS*!

IT'S ALMOST *TOO QUIET*, ARCHIMEDES!

THE *CALM* BEFORE THE *STORM*, EH?

THE CONSOLE!!

IT'S BEEN *ACTIVATED*!

BRRP-BRRP-BRRP-BRRP

SO MUCH FOR THAT!

WE *DID* TRIGGER THE SYSTEM--

--BUT I DIDN'T *ANTICIPATE A DELAYED* REACTION!

INTRUDER ALERT
SYSTEM LOCK DOWN
IN PROGRESS

SO, *WHAT* DO YOU SUGGEST?

REMAIN *CALM* AND *COOL* FOR STARTERS!

INTRUDER ALERT
SYSTEM MALFUNCTION
DIAGNOSTICS ACTIVATED
SEQUENCE ONE CHECKED..
SEQUENCE TWO CHECKED...
SYSTEM COMPROMISED
DESTRUCT SEQUENCE ACTIVATED
60...59...58...

WE NOW HAVE *LESS* THAN A MINUTE TO *SAVE* OURSELVES!

NOT ONLY THAT, BUT WE HAVE TO *PREVENT* THIS PLACE FROM *BLOWING UP*!

NO TELLING *WHO* OR *WHAT* IS ON BOARD BESIDES US!

BEST GUESS-- THIS MAY *DO* THE TRICK!

AND IF YOU'RE *WRONG*, LOCKE?

WE CAN'T TAKE THE CHANCE!

LET'S *CUT* OUR *LOSSES* AND GET *OUT* OF HERE!

KA BOOM!

THAT WAS *TOO* CLOSE, IF YOU ASK ME!

WHOEVER WE'RE DEALING WITH WILL *DO ANYTHING* WHEN DEALING WITH THE *OPPOSITION*!

THAT MAKES IT MORE *IMPERATIVE* WE FIND *KNUCKLES*!

End Chapter One

TO THE DEATH

CHAPTER 2

FINALLY! I'M REGISTERING A HEAT SIGNATURE IN MY SIGHTS!

I'M REGISTERING ONLY ONE, HOWEVER!

THE OTHER MUST BE OUT OF MY LINE-OF-SIGHT!

NO MATTER! IF THEY WISH TO MAKE IT EASY FOR ME, I'LL TAKE DOWN THE ONE--

" --AND MOVE IN FOR THE KILL ON THE OTHER! "

WHOA! DIDJA SEE THAT?!

HUNTER'S CLOSING IN!

HE MUST HAVE SEEN YOUR TORCH AND WANTED TO SCARE US!

C'MON!

DITCH THE LIGHT, MONK!

HEY!!!

THAT'S PROBABLY HOW HE WAS ABLE TO SEE US!

YOUR MOTHER EVER TEACH YOU MANNERS?

LIKE YOU'RE SUCH A CLASS ACT, EH?

NOW— C'MON!

EVEN IF HE CAN'T SEE US, HE'LL BE ABLE TO FOLLOW US IF WE STAY ALONG THIS PATH!

WE'RE IN A TUNNEL, YOU BABOON!

I DON'T SEE MANY OPTIONS IN HERE!

HOW'S THIS? YOU SCARED OF A LITTLE CLIMB?

DOES THE TERM "OPEN SEASON" HAVE ANY MEANING TO YOU?

LIKE I HAVE A CHOICE!

KEEP MOVING! TIME'S AWASTING!

THEY'RE EITHER GETTING CARELESS--

--OR ELSE THEY DON'T REALIZE HOW FAR SOUND TRAVELS DOWN HERE!

EITHER WAY

- IT COULD BE THEIR UNDOING!

Hmmm--THEY'VE GOTTEN QUIET ALL OF A SUDDEN!

TALK ABOUT THE POT CALLING THE KETTLE BLACK--

--OVERCONFIDENCE COULD BE MY UNDOING IF I DON'T PAY ATTENTION!

NOW, IF I WERE THEY- I'D HEAD FOR THE HIGH GROUND!

BUT IF I WERE THEY-- WOULD I STAY AND FIGHT?

OR WOULD I RUN WITH THE HOPE OF ESCAPE?

MOST UNUSUAL! FOR ONCE I'M UNCERTAIN OF MY NEXT MOVE!

BY FORCING THE TWO OF THEM TO DEPEND ON EACH OTHER, THE ELEMENT OF SURPRISE IS THAT MUCH GREATER!

IN FACT, I FEEL SUCH A RUSH OF EXHILARATION AT THIS MOMENT!

LIKE I HAVEN'T FELT IN A LONG WHILE!

A CLARITY OF THOUGHT NOW ENVELOPS ME--

"--ALERTING ME THAT I HAD BEST BE *PREPARED* FOR POSSIBLE *RETALIATION!*"

HERE'S THE *ELECTRIC CABLE* YOU WANTED--

EVEN THOUGH I DON'T SEE WHAT *GOOD* IT WILL *DO*!

THAT'S WHAT I LIKE BEST ABOUT YOU, MONK--

--YOUR ABILITY TO *STRATEGIZE*!

BAD ENOUGH I CAN'T *GLIDE* THROUGH THIS MESS THAT I HAVE TO *DEPEND* ON YOU!

WE NEED TO SET A *TRAP*!

OR, AT THE VERY LEAST, SOMETHING THAT MAKES LIFE MORE *DIFFICULT* FOR HUNTER AND BUYS US SOME TIME!

I THINK YOU'RE *WHACKO*, ECHIDNA!

ONE *CARELESS* MOVE AND WE BITE THE BIG ONE INSTEAD!

YEAH-- WELL, STAY *CLOSE*!

THIS *COLLAR* IS A *PAIN* IN THE NECK THE FARTHER YOU ARE FROM ME!

YEOW!

I WAS RIGHT!

BY ATTEMPTING TO HOLD THEIR GROUND, THEY GAVE ME THE OPPORTUNITY TO CATCH UP!

NOW THAT I'VE GIVEN THEM A WARNING SHOT, IT'S TIME TO GO IN FOR THE KILL!

AARRGHHH!!

MONK'S TOO FAR!

CAN'T KEEP MY BALANCE THROUGH ALL THIS PAIN!

UUNNGHH!

I'LL BE AMAZED IF I DIDN'T PULL MY ARM OFF ITS SOCKET WITH THAT STUNT!

IMPOSSIBLE!!! I MISSED!!!

HOW?!! HOW?!! MY AIM WAS TRUE!!

AARGH!!

WHA—?? THE MONKEY ?!!

I'M GONNA *WRAP* THAT RIFLE *AROUND* YOUR NECK IF YOU DON'T *REMOVE* THIS BLASTED *COLLAR* RIGHT *NOW*!!!

BETTER *ROLL* WITH THE BLOW—SO AS TO BE IN A *POSITION* TO REGAIN *CONTROL*!

TAKE IT OFF!! TAKE IT OFF!!

DO YOU HEAR?!

HE'S *CRAZED*, OUT OF HIS MIND WITH *PAIN*!

JUST A BIT MORE *LEVERAGE* AND--

ZAP!

MONK!!!

HUUUNNTERRRR!

SOMETHING'S WRONG!

THE PAIN INFLICTED FROM THE COLLAR SHOULD BE OVER-WHELMING!

MY RIFLE!!!

IT'S BEGUN TO VIBRATE!

SO DEEP IS HIS ANGER THAT KNUCKLES LOSES ALL TRACE OF RATIONAL THOUGHT, ALLOWING INSTINCT TO TAKE OVER, AND IN DOING SO--

-UNLEASHES THE PRIMAL CHAOS ENERGY FORCE THAT RESIDES USUALLY DORMANT WITH HIM, MUCH TO THE DESPAIR OF HIS UNSUSPECTING FOE!

BANG!

WELL? WHERE IS HE?

KNUCKLES IS HERE, LOCKE!

IT'S JUST THAT ALL THE DUCTWORK AND WIRING MAKE IT *DIFFICULT* FOR MY *DIRECTIONAL SENSE* TO PINPOINT THE *EXACT* SPOT!

HE'S WITHIN THE *IMMEDIATE VACINITY*, MARK MY WORDS!

I GUESS YOU'RE *RIGHT*!

THIS ONE LOOKS LIKE MY SON GOT THE BETTER OF HIM!

THINK THE *CRAFT* WE FOUND *EARLIER* WAS HIS?

PROBABLY.

SPEAKING OF OUR YOUNG CHARGE.

SOME TIME LATER, DEEP WITHIN THE INNER CORE OF HAVEN...

I'LL SAY THIS FOR HUNTER, HE'S QUITE RESILIENT!

HE HASN'T BUDGED AN INCH SINCE WE PLACED HIM IN THE PRISON POD!

IF IT GETS TOO UNBEARABLE IN THERE, WE CAN ALWAYS MOVE HIM TO THE CRYOGENIC CHAMBER

AS LONG AS HE CAN EAT AND BREATHE IN THERE, I WANT HIM TO ROT FOR WHAT HE DID TO MONK, AND SNOWPIGEON AND ALL THE REST OF HIS VICTIMS, DAD!

IT MAY NOT BRING THEM BACK, BUT AT LEAST NOW THEY CAN REST EASIER!

THE END.. FOR NOW!

ESPIO THE CHAMELEON

THE STORY THUS FAR... AFTER CAPTURING AND ROBOTICIZING THE CHAMELEON VALDEZ, ROBOTNIK MACH 2 THEN SENT HIM BACK TO HIS PEOPLE ON THE FLOATING ISLAND. WITH THE ULTIMATE GOAL OF HAVING VALDEZ USE THEM AS A BARGAINING CHIP IN OBTAINING THE CHAOS EMERALD FROM THE GAURDIAN OF THE FLOATING ISLAND

CAUGHT IN THE MIDDLE OF THIS SCHEME IS ESPIO, WHO MUST DECIDE IF HE CAN SAVE VALDEZ, WITHOUT BETRAYING KNUCKLES...

WELL, MY *FRIEND*, WHAT'S IT GOING TO BE?

I'LL DO IT!

I'LL HELP YOU GET THE EMERALD ON *CONDITION* YOU FIRST *RELEASE* EVERYONE ELSE!

IN: WORST ENEMIES

WHAT SORT OF *FOOL* DO YOU TAKE ME FOR, ESPIO?

YOU'RE NOT EXACTLY *BARGAINING* FROM A POSITION OF *STRENGTH*!

YOU'RE GOING TO TAKE US TO KNUCKLES *FIRST* AND HELP US *OBTAIN* THE EMERALD!

NOW, LET'S GO!

WRITER- KEN PENDERS
PENCILER- COLLEEN DORAN
INKER- ANDREW PEPOY
COLORIST- FRANK GAGLIARDO
LETTERER- VICKIE WILLIAMS
EDITOR- J F GABRIE

AND *NO* TRICKS, ESPIO!

IT WOULDN'T BE *HEALTHY* FOR ANYONE -- YOU *LEAST* OF ALL!

YOU, OF ALL PEOPLE, SHOULD *KNOW* ME BETTER THAT THAT, VALDEZ!

IN FACT, I'M *SURPRISED* YOU DON'T *REMEMBER* THE TIME YOU AND I WENT TO SEE KNUCKLES IN HIS *DOMAIN*!

WHAT WAS IT -- FOUR? FIVE YEARS AGO?

I CAN'T *RECALL*!

THIS PATH SEEMS *VAGUELY* FAMILIAR, BUT IT DOESN'T MATTER IN ANY EVENT!

ALL I NEED TO DO IS PRESS *THIS* BUTTON AT THE FIRST SIGN OF *TROUBLE*, AND *NOTHING* YOU SAY OR DO WILL *STOP* WHAT HAPPENS NEXT!

WHEN DID YOU *BECOME* SUCH A *BROKEN* RECORD, VALDEZ?

I'D LIKE TO THINK *DESPITE* WHAT'S BECOME OF YOU, THERE'S *STILL* SOME PART OF YOU I CAN *REASON* WITH!

SPARE ME!

IS THAT OUR *OBJECTIVE* UP AHEAD?

LIKE YOU WOULDN'T KNOW!

KNUCKLES KEEPS THE CHAOS EMERALD IN A SAFE PLACE LOCATED IN THE SEWER SYSTEM UNDER THE CITY!

THE ENTRANCE IS IN THE CENTER OF TOWN, IF YOU'LL RECALL!

LAST WARNING, ESP.O: DON'T GET CUTE!

ALL RIGHT, THEN-- FOLLOW ME!

HUH?

BRRRP-BRRRP-BRRRP!

BRULUP-BRULUP-BRULUP!

BLIP-BLIP!

WHAT A GENIUS I AM!

I HADN'T COUNTED ON THE FACT THEY COULD COMMUNICATE THROUGH MEANS OTHER THAN VERBAL!

EVERYTHING COULD BLOW UP IN MY FACE AT ANY MOMENT NOW!

VERY WELL, ESPIO--

LEAD ON!

DOWN HERE-- THIS WAY!

WELL-- ARE YOU COMING?

HOWEVER *FAST* YOU BELIEVE YOU CAN *THINK* OR *MOVE*, ESPIO, IT WON'T BE FAST *ENOUGH*!

ESPIO?

NOW IS *NOT* THE TIME TO *TRY* MY *PATIENCE*!

I'LL GIVE YOU TO THE COUNT OF *THREE*!

ONE--

--TWO--

THREE!

KAANG!

THIS IS BETWEEN *YOU* AND *ME* NOW!

DON'T THINK I'M NOT A CHAMELEON OF MY WORD, MY FRIEND!

YOU'VE NOW SEALED EVERYONE'S FATE!

DON'T CALL ME YOUR FRIEND!

NOT ANYMORE!!!

KRASH

IF I GO DOWN, ESPIO, I'M NOT GOING ALONE!

MAYBE SO, VALDEZ

--BUT EVERYONE ELSE WILL STILL HAVE A CHANCE!

FALSE BRAVADO ON YOUR PART!

IT'S ALL OVER!

"NOOOOO...blub..blub..blub."

NO SIGN OF EITHER ONE, ANYWHERE!

WHAT HAPPENS NOW?

PHHZZZAAAAT!

ESPIO! WHERE D D YOU COME FROM?

LATER! C'MON! LET'S GET OUT OF TH S SHIP!

WHAT ABOUT VALDEZ?

VALDEZ WAS JUST A WARNING SHOT FROM THE OUTSIDE WORLD!

THEY MEAN TO DRAG THE FLOATING ISLAND INTO THEIR MESS!

WELL-

WE CAN'T LET THAT HAPPEN! LET S GO WARN EVERYONE!

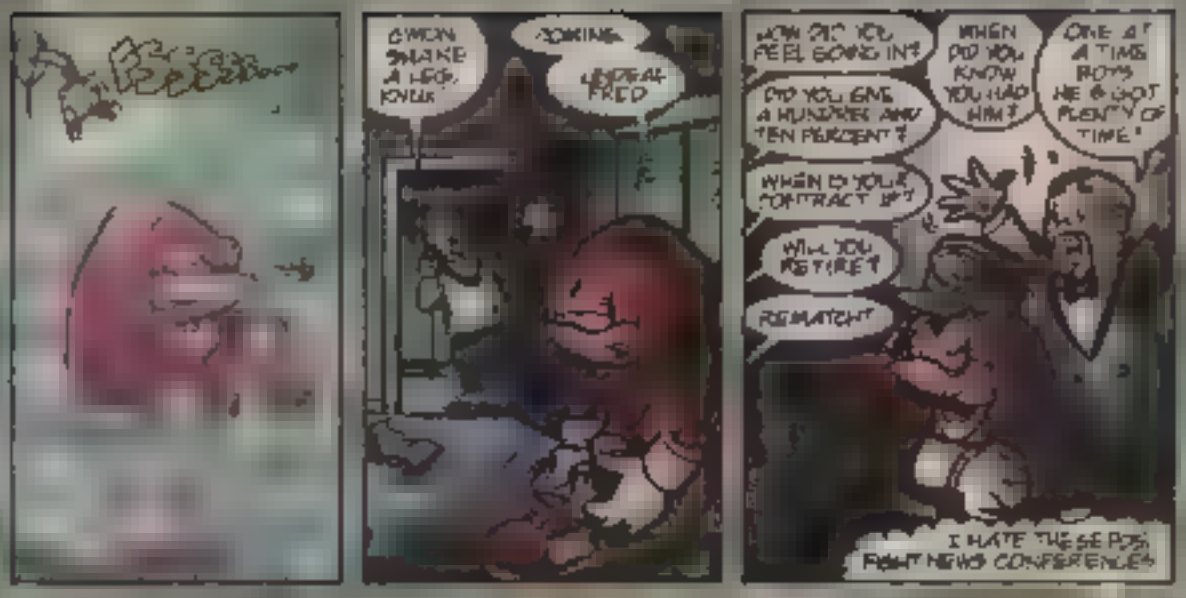
KBOOM

HE WON'T BE SWIMMING ASHORE ANY TIME SOON!

BUT WON T SOMEONE COME LOOKING FOR HIM?

THE END

FISTFUL OF LETTERS


BWOIN
SNAKE A HEDGEHOG KNUX
YOINK
UNDERFOOT FRED
HOW DID YOU FEEL GOING IN?
DID YOU GIVE A HUNDRED AND TEN PERCENT?
WHEN DID YOU KNOW YOU HAD HIM?
ONE AT A TIME BOYS HE'S GOT PLENTY OF TIME!
WHEN IS YOUR CONTRACT UP?
WILL YOU RETIRE?
REMATCH?
I HATE THESE POST FIGHT NEWS CONFERENCES

OFF PANEL **by Gallagher, Manak & Amash**

THIS JUST IN!

The upcoming "Sonic Adventure" storyline starts in SONIC THE HEDGEHOG #79. (See "Coming Attractions" for more info on it.) Throughout the course of the story line, you will be introduced to many of the elements shown in the game. Such places as The Mystic Ruins and Station Square. You will also be introduced to some new characters like Big The Cat and E-102 Gamma. They'll join Sonic, Tails, Knuckles, Amy Rose and the rest of The Freedom Fighters against the evil of Dr. Robotnik. Together, they try to stop him from unleashing the power of Chaos!

At press time, SEGA's Dreamcast is selling like hot-cakes. In most stores, Sonic Adventure is already sold out. If you can find it, get it because it's so much fun.

For all you fans of KNUCKLES THE ECHIDNA, we appreciate you for your support. Without it, we would not have had a book for the last 32 issues. Look out for future Knuckles stories to make a regular appearance in the pages of SONIC THE HEDGEHOG as well as our quarterly book, SONIC SUPER SPECIAL. On behalf of Ken, Manny, Andrew, Vickie, Barry, Spaz, Harvo, Jim, Chris, Frank, Colleen, Mark, Art, Rich, Mike, Dave, Jim and myself, we thank you and bid you goodbye.

Catch you on the flip side!

J.F. GABRIE
Editor / Art Director

Send letters to:
FISTFUL OF LETTERS #32
C/O ARCHIE COMIC PUBLICATIONS, INC.
P.O. BOX #419 MAMARONECK, NY 10543
E-MAIL: sonicolumn@archiecomics.com
WEBSITE: www.archiecomics.com
SEGA WEBSITE: www.sega.com

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited. Thanks for understanding!

Since this is the last KNUCKLES letters column for the foreseeable future, we decided to address several questions that many of you have asked, as presented in the following:

Dear Fistful of Letters,

Now that I've read KNUCKLES THE ECHIDNA #28, I liked the entire "First Date" storyline a lot. It was even better than all the others (not including issue 25)! The only part that I didn't really care for was Chris Allan's art. Perhaps that's because I'm not used to it. (I didn't like Manny Galan's drawings at first in the Sonic series, but as time progressed he did very good artwork, and now I miss his work on the main stories.)

1) I want Rob O' the Hedge! Will he ever make another appearance? 2) Will there ever be any more scenes of what's happening in Albion? 3) Will Knuckles and Tails work together, since they're both "saviors?" 4) On the cover of KNUCKLES #25, there's a picture of Knux as a baby. Why aren't there knuckles on his hand? 5) Why is Spectre so angry all the time? 6) Shouldn't Knuckles be learning to fly soon (not including when he's angry -- such as in the Mecha Madness Special)? 7) Does Espio have a nose? 8) How does Knuckles find Espio when he's hiding (issue #1 of the Dark Legion mini-series, pages 15 - 16, 5th and 1st panels (respectively)? 9) Does Sabre have a glass eye?

On another note, I'd like to say that the Knuckles series is realistic. Knux's parents being divorced, Knuckles fighting with Vector, and several other things make this similar to our world.

Justin Gehrts (age 14)
Galena, IL
jgehrts@hotmail.com

Believe it or not, Justin, your questions are among the most often asked we receive. So here's our response in the order you asked...

1, 2 & 3) Eventually. We have a story called "The Chosen One" in the works that features all three elements, but where and when it will see print is uncertain at this point. 4) Whoops. That was a mistake on our part. These things happen sometimes. 5) What can we say? He's that kind'a echidna. Seriously, there's a lot that remains to be told about him, and someday we hope we get the chance to tell it. 6) Knuckles can fly for extended distances (whereas the other Guardians can only glide), but he's not a Super man, capable of circling the globe. At least, not yet. 7) Not that anyone would notice, but to draw nostril slits where it does go would make him look even more strange than he is. 8) Because Knuckles is not only tapped into the power of the Chaos Emerald (but a living emerald in his own right), one by-product are his enhanced senses, which enable him to easily detect what others do not. 9) Sabre wears a monocle, which makes it look like he has a glass eye.

And on that note, even though KNUCKLES will no longer be making his usual monthly appearances, that doesn't mean you've seen the last of Rad Red or his cool cast of characters. Upon the conclusion of SEGA Dreamcast's Sonic Adventure adaptation, be on the lookout for... KNUCKLES: THE BEST OF TIMES, THE WORST OF TIMES. It is tentatively scheduled for SONIC SUPER SPECIAL #16, leading into solo stories that'll be appearing every month in the pages of SONIC THE HEDGEHOG. Those who wrote in to KNUCKLES #29-32 can see their letters printed in the SONIC series. As for KNUCKLES series making a possible monthly return... hey, you never know what the future may hold!

Thanks all for your comments and remember...

KEEP COOL!

Cover by Manny Galán and Ken Penders. Colors and separations by Darrin Moore and Heroic Age.

COMING ATTRACTIONS

In two weeks: THIS IS WHERE IT ALL BEGINS, THE OFFICIAL GAME ADAPTATION OF THE NEW SEGA DREAMCAST'S "SONIC ADVENTURE!" In the first story, Sonic and the Freedom Fighters are sent on a mission to the mysterious Hidden City of The Ancients! Look out for "The Discovery" in the next exciting installment of Sonic The Hedgehog! This story is brought to you by the talents of Karl Bollers, FRY and Andrew Pepoy. The second story stars Knuckles The Echidna as he confronts an invasion into The Floating Island by Dr. Robotnik himself! Story by Ken Penders with art by Steven Butler and Pam Eklund. Also in this issue, check out the final installment of "Tales of the Great War!" This one finalizes our trip into Mobius' rich history. Don't miss it! By Ken Penders, Chris Allan and Jim Amash!

SONIC THE HEDGEHOG #79

on sale early December 1999!

KNUX FAN ART

Hollie Anne McAtee
Gig Harbor, WA

Jared Zarn
Reston, MB
CANADA

Brianna McAuley
(age 12)
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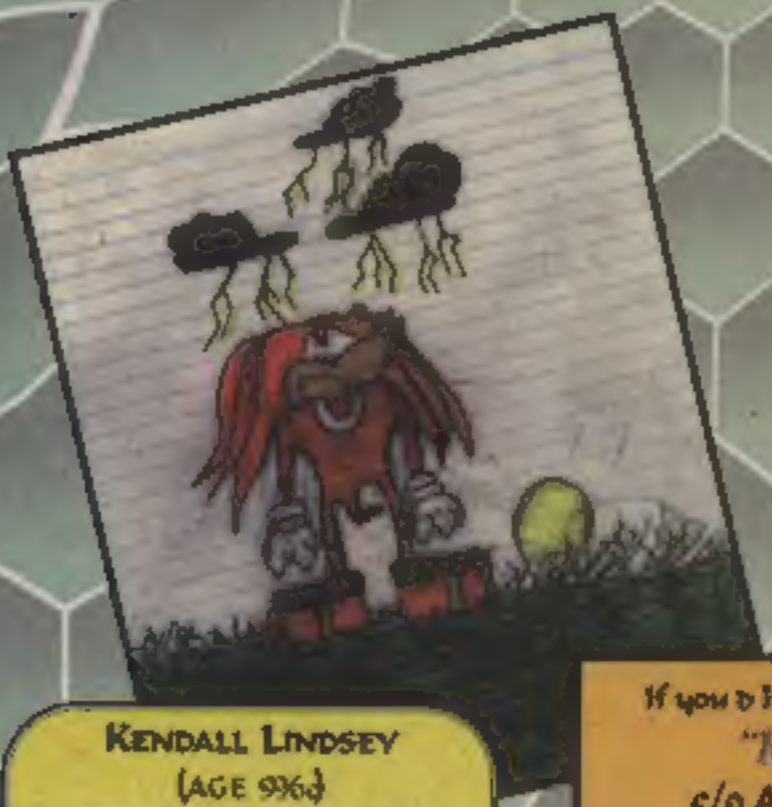

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